

000001 5451560

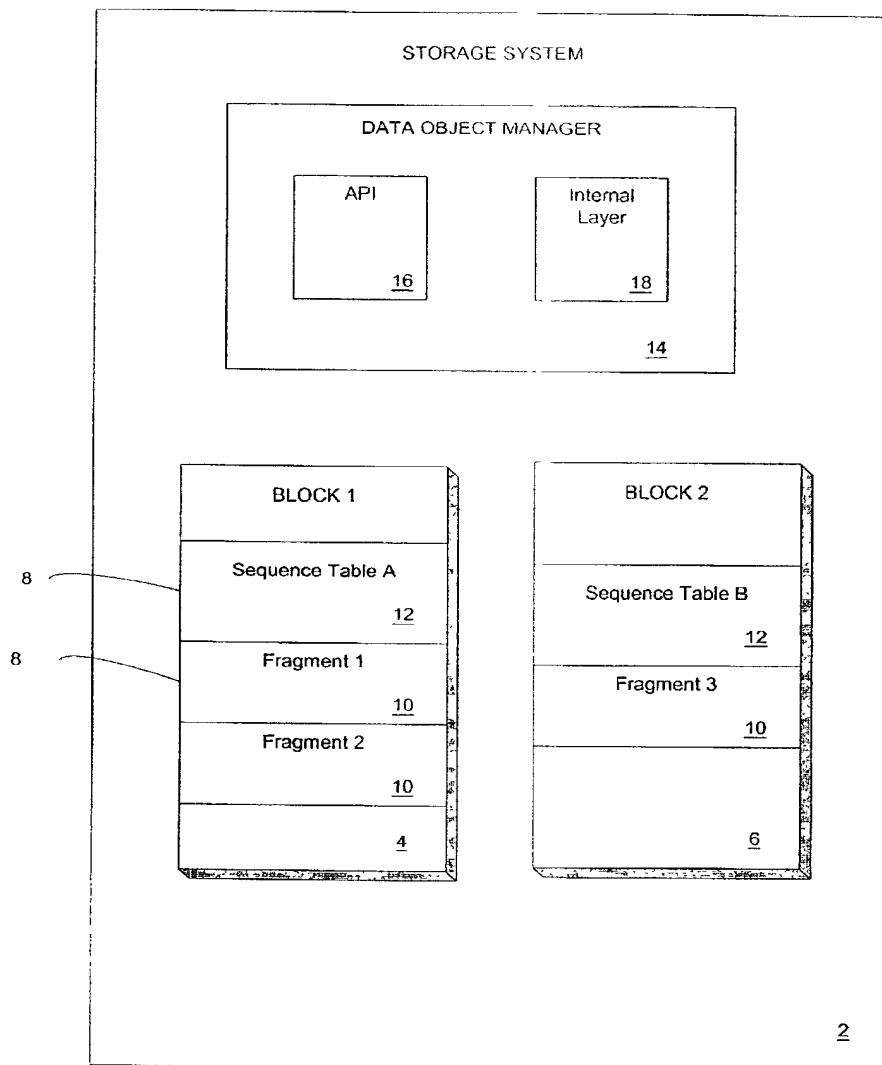


FIGURE 1

ID	42	CLASS	44	TYPE	46	MAX	48	DSC	50	VALID	52	VALID	54	BACKUP	56

40

REPLACEMENT OFFSET	62	REPL INDEX	64	DATA OFFSET	66	VREP	68	RDY	70	LINK	72

60

REPLACEMENT OFFSET	REPL INDEX	ORIGINAL UNIT	TRAN	VREP	TYPE
76	78	80	82	84	86

74

REPLACEMENT OFFSET	REPL INDEX	ORIGINAL UNIT'S HEADER INDEX	VREP	TYPE
76	78	90	84	86

88

FIGURE 2A

HANDLE <u>24</u>	VALID	INVALID	REPLACE	REPLACE INDEX	<u>36</u>
Block ID <u>26</u>	Handle Index <u>28</u>				

FIGURE 2B

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100

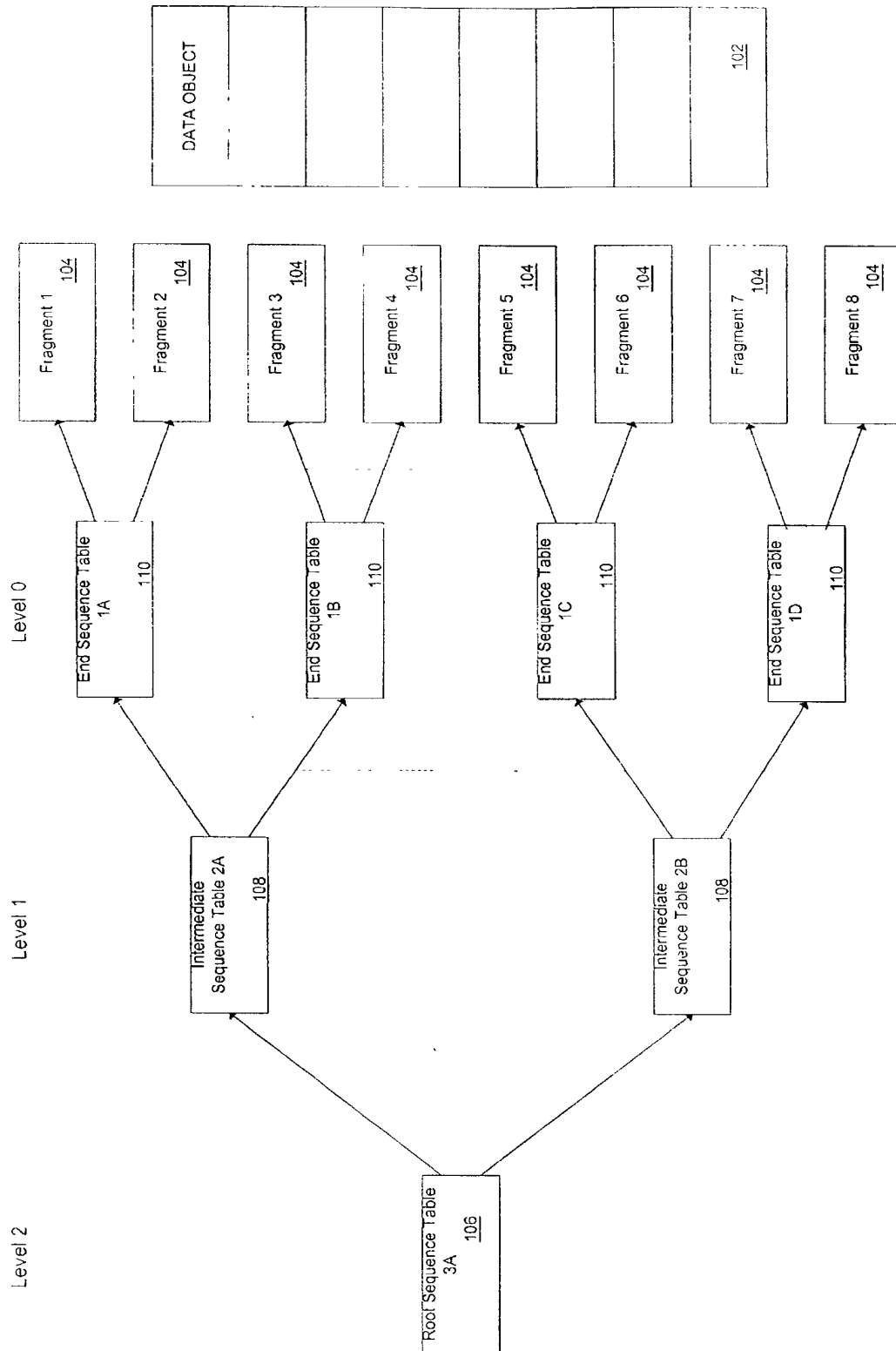


FIGURE 3A

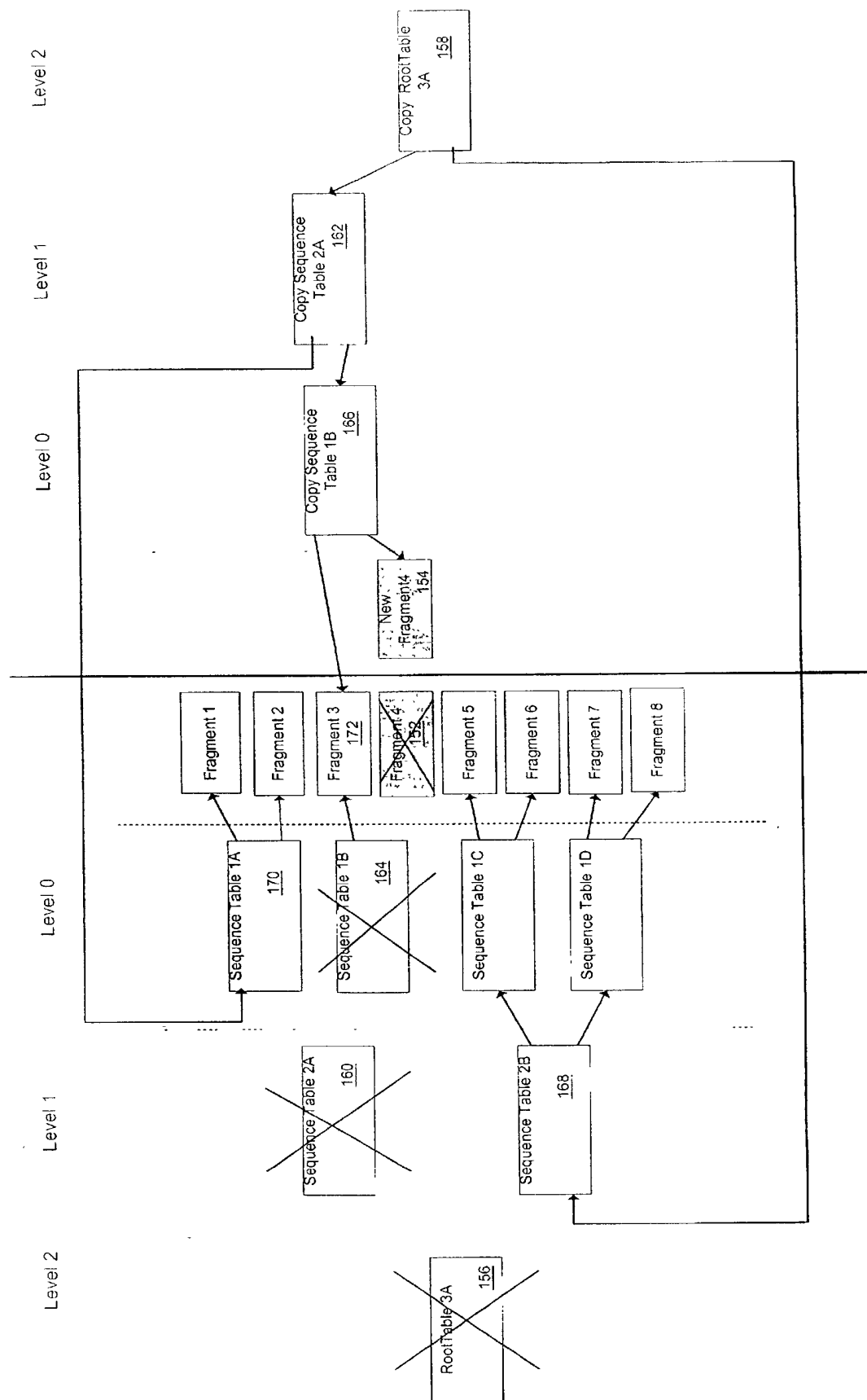


FIGURE 3B

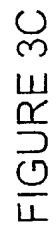
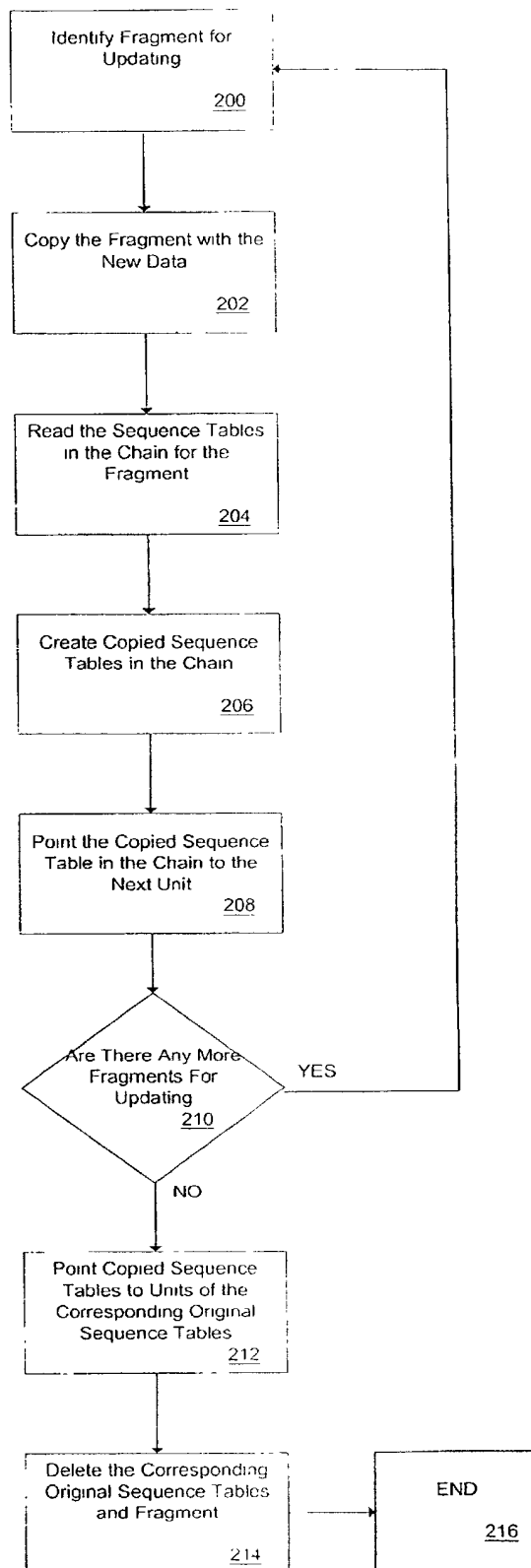


FIGURE 4



O VERWRITE **U NITS**

300

302

304

306

308

310

312

314

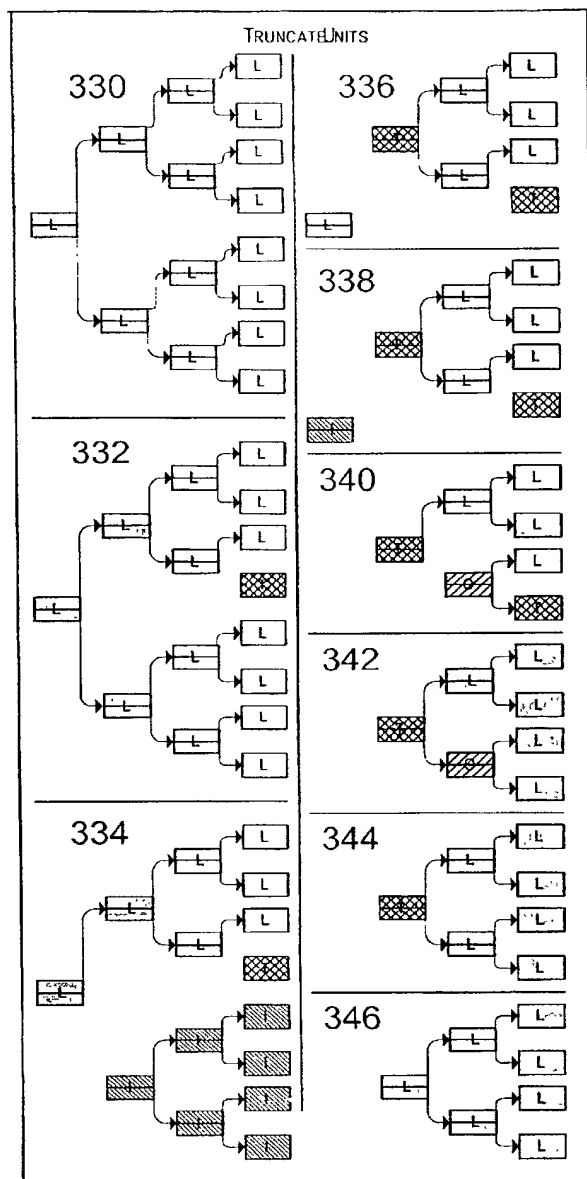
316

318

320

322

FIGURE 5B



09751545 13000

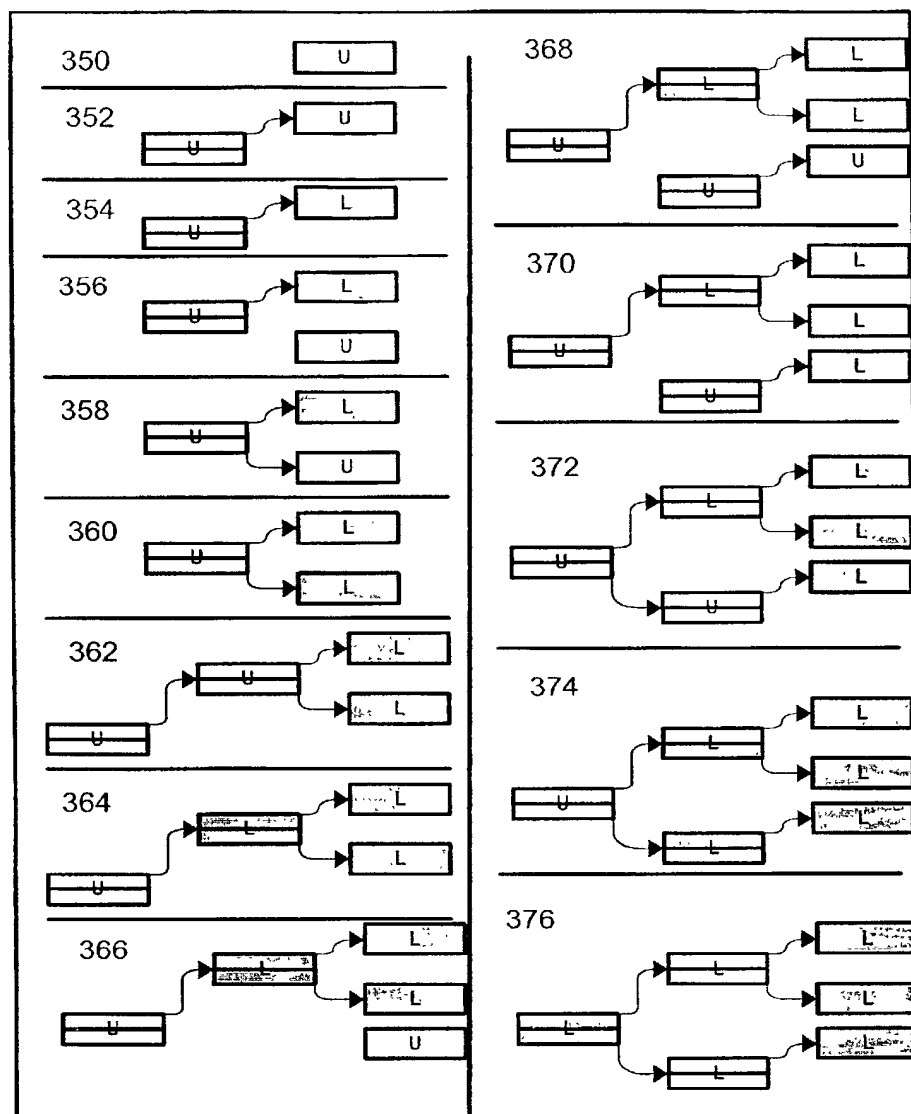


FIGURE 5C

The diagram illustrates the architecture of a Machine-Readable Medium, showing the interaction between three main components: a Low Level Routine, a Data Object Level, and an OS.

LOW LEVEL ROUTINE (402): This component contains five sub-units:

- Write Units (404)**
- Read Units (406)**
- Truncate Unit (410)**
- Create Units (408)**
- Link (412)**

DATA OBJECT LEVEL (414): This component contains two sub-units:

- Combine Units (416)**
- Update Handle (418)**

OS (420): The Operating System component, positioned below the Low Level Routine.

Interactions:

- A double-headed arrow connects the **LOW LEVEL ROUTINE (402)** and the **DATA OBJECT LEVEL (414)**, indicating bidirectional communication between them.
- A single-headed arrow points from the **LOW LEVEL ROUTINE (402)** to the **OS (420)**, indicating communication from the routine to the operating system.

FIGURE 6